

**IN THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application. Please amend claims 47, 53, 57, 61, 63 and 65 as follows:

**Listing of Claims**

1-46. (Cancelled)

47. (Currently Amended) A method of transferring requested media data over a network comprising:

receiving a request for media data, a detection code from a client device;

sending [[a]] the detection code to the client device;

detecting, at the client [[side]] device, the media player information available on the client device by the received detection code;

storing, at the client [[side]] device, the media player information in one or more cookies;

verifying said one or more cookies to have valid settings and sending an acknowledgement to the client device indicating that said one or more cookies are sufficient to format the requested media data, wherein the cookies also describe a connection speed and a client preferred connection speed;

fetching the requested media data including sending said one or more cookies under a fetch request from said client device; and

transferring the requested media data suitable for the detected media player information to the client computer device over the network.

48. (Previously Presented) The method of claim 47, where in the media player information includes one or more media player types available on the client device.

49. (Previously Presented) The method of claim 47, wherein the media player detection code comprises logic for a string search of mimetype.

50. (Previously Presented) The method of claim 47, further comprising storing the detected media player information on the client device.

51. (Previously Presented) The method of claim 47, further comprising conducting bandwidth measurement.

52. (Previously Presented) The method of claim 47, wherein the suitable media data is transcoded based on the detected media player information.

53. (Currently Amended) A method of receiving media data over a network, comprising:

requesting media data a player detection code;

receiving [[a]] the player detection code at the client device;

detecting, at the client [[side]] device, media player information available on the client device by the received player detection code;

storing, at the client [[side]] device, the media player information in one or more cookies, wherein the cookies also describe a connection speed and a client preferred connection speed;

verifying said one or more cookies to have valid settings and sending an acknowledgement to the client device indicating that said one or more cookies are sufficient to format the requested media data;

sending said one or more cookies along with a fetch request of the media data to a server; and

receiving the requested data suitable for the detected media player information at the client device.

54. (Previously Presented) The method of claim 53, wherein the media player information includes one or more media player types available on the client device.

55. (Previously Presented) The method of claim 53, further comprising storing the detected media player information on the client device.

56. (Previously Presented) The method of claim 53, wherein the media player detection code comprises logic for a string search of mimetype.

57. (Currently Amended) A method of transferring media data over a network, comprising:

downloading a web page, containing a server contact code, by a client device;

executing the server contact code at the client device;

receiving a request for media data a detection code from [[a]] the client device;

sending [[a]] the detection code to the client device;

receiving from the client device the media player information available on the client device;

storing, at the client [[side]] device, the media player information in one or more cookies;

verifying said one or more cookies to have valid settings and sending an acknowledgement to the client device indicating that said one or more cookies are sufficient to format the requested media data, wherein the cookies also describe a connection speed and a client preferred connection speed;

fetching the requested media data including sending said one or more cookies with a fetch request from said client device; and

transferring the requested media data suitable for the detected media player information to the client ~~computer~~ device over the network;

wherein the media player information is detected at the client device by the detection code.

58. (Previously Presented) The method of claim 57, wherein the detected media player information is stored on the client device.

59. (Previously Presented) The method of claim 57, wherein the detected media player information includes one or more media player types available on the client device.

60. (Previously Presented) The method of claim 57, wherein the media player detection code comprises logic for string search of mimetype.

61. (Currently Amended) A method of transferring media data over a network, comprising:

receiving a request for ~~media data~~ a detection code from a client device;  
sending [[a]] the detection code to the client device;

receiving from the client device the detected media player information available on the client device;

storing, at the client [[side]] device, the media player information in one or more cookies;

verifying said one or more cookies to have valid settings and sending an acknowledgement to the client device indicating that said one or more cookies are sufficient to format the requested media data, wherein the cookies also describe a connection speed and a client preferred connection speed;

fetching the requested media data including sending said one or more cookies with a fetch request from said client device;

transcoding the requested media data based on the detected media player information; and

transferring the transcoded media data to the client device over the network; wherein the media player information is detected at the client device by the detection code.

62. (Previously Presented) The method of claim 61, wherein the detected media player information includes one or more media player types available on the client device.

63. (Currently Amended) A method of remotely determining the media player configuration of a device, the method comprising:

sending a media player detection script to the device based upon a request to send the media player detection script from the device;

detecting the media player information available on the device by the detection script;

storing the media player information in one or more cookies;  
verifying said one or more cookies to have valid settings and sending an acknowledgement to the device indicating that said one or more cookies are sufficient to format the requested media data, wherein the cookies also describe a connection speed and a client preferred connection speed; and  
receiving the detected media player information in said one or more cookies.

64. (Previously Presented) The method of claim 63, wherein the media player detection script comprises logic for a string search of mimetype.

65. (Currently Amended) The method of claim 63, wherein the detected media player information includes one or more media player types [[of]] available on the client device.